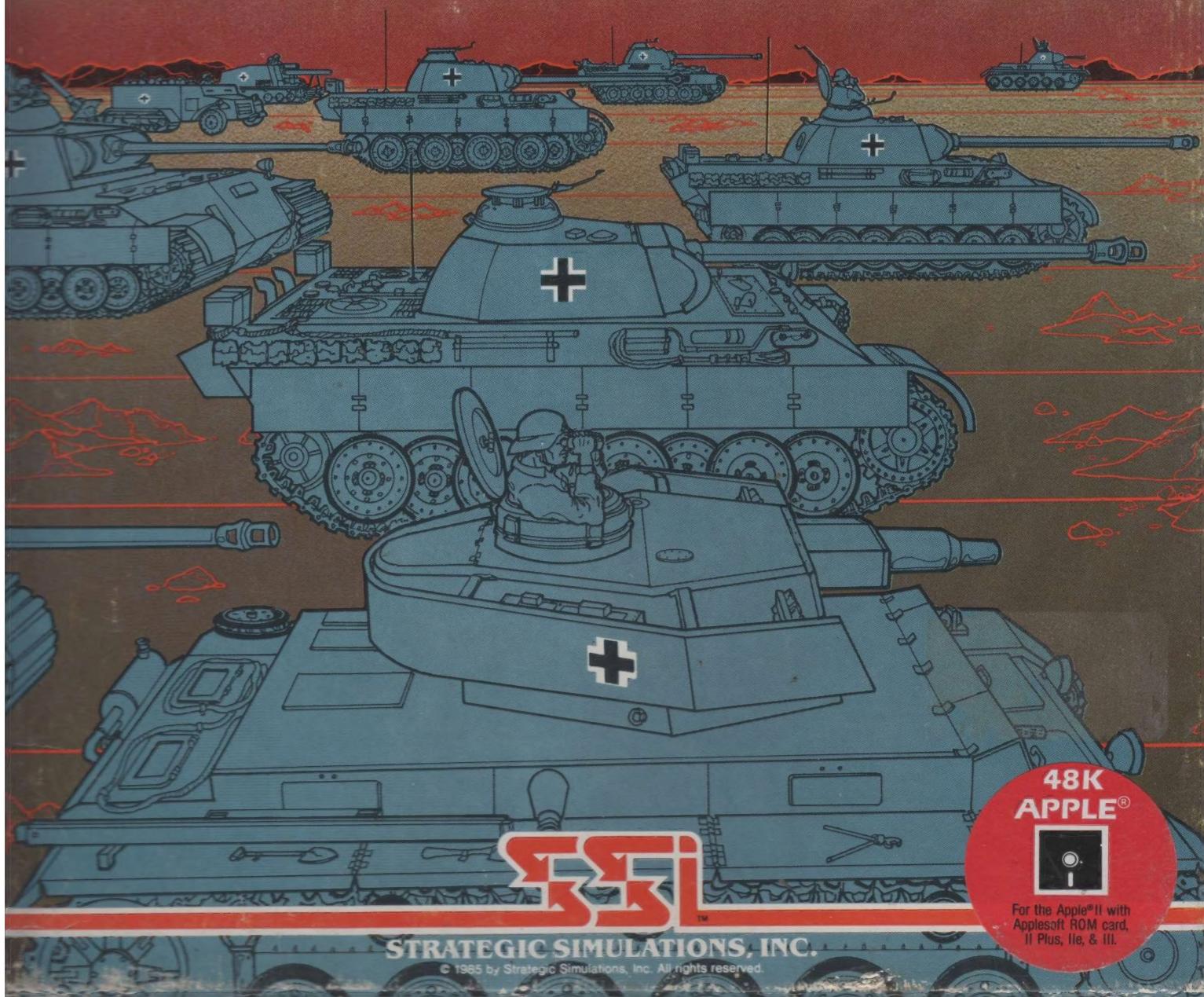


TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-45

# Kampfgruppe

TM



SSI

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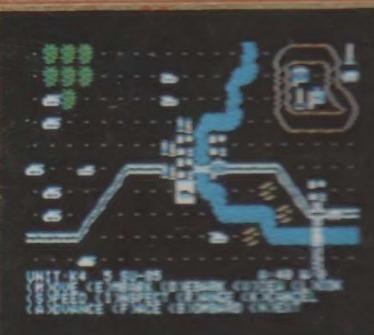
48K  
APPLE®



For the Apple® II with  
Applesoft ROM card,  
II Plus, IIE, & III.

# Kampfgruppe

## BATTLE GROUP



Although each symbol represents a platoon, the computer keeps track of individual tanks, artillery, or soldiers. Here, the cursor highlights one of Russian K Company's platoons, which contains five SU-85 tank destroyers with 40 ammunition points, facing west and immobile (speed = 0).



### German tank: PANTHER

Gun maximum range: 15 Gun maximum penetration: 18  
Gun shell size: 4 Gun accuracy: 8 Maximum speed: 17  
Machine guns: 2 Front armor: 15 Back armor: 5  
Silhouette: 5 Period of availability: late 1943 to early 1945



### German tank destroyer: SG-III G

Gun maximum range: 12 Gun maximum penetration: 14  
Gun shell size: 4 Gun accuracy: 8 Maximum speed: 12  
Machine guns: 1 Front armor: 10 Back armor: 4  
Silhouette: 3 Period of availability: late 1942 to early 1945

The expense of land dotted with Wehrmacht outposts is quite still... except for the distant clankings not unlike the sounds of wind-up mechanical dolls. Soon, however, it becomes a crescendo of gears straining against gears, of giant treads crashing rocks into dirt. For these are no toys, but nearly 45 tons of steel commanded by mere pounds of flesh to become the pride of Germany's armored force... the Panzerkampfwagen V — the dreaded Panther. As powerful as his juggernaut may be, the tank commander peers anxiously into his binoculars, knowing something is waiting for him out there. He hopes for impotent SU-76 Russian tank destroyers, but he fears they may be the SU-100, whose shell even hip 80mm of glacis plate armor cannot withstand. Let the battle begin.

For the advanced wargamer who has been waiting for a superior tactical game of Eastern Front armored warfare, Kampfgruppe! Spawning 1941-45, it puts you in command of either a German or Russian battle group.

**INCREDIBLE METAL.** Although each unit symbol represents a platoon of armored vehicles, infantry or artillery, the computer resolves combat and damage down to individual tanks, tank destroyers, anti-tank weapons, or soldiers.

**ALL WEAPONS FROM 1941-45.** What wargamer can resist a game that not only includes but instantly calculates the hit probability of practically all ground weapons used on the Russian Front. Every weapon is historically rated for combat effectiveness as well as its time period of service.

At the disposal of the German Kampfgruppe commander, we offer the following weapon types: 13 tanks (from the PZ-IV to the Panther); 9 tank destroyers (including the awesome Jagd-Tiger); 2 self-propelled artillery (Wespe and Hummel), 5 anti-tank guns, and assorted assault guns, halftracks, trucks, mortars, infantry guns, field artillery, flamethrowers, machine guns and rifles.

For the Russian commander, you'll encounter 10 tanks (from the early BT-7 to the T34 series and IS-1/II/3 tank destroyers), 3 assault guns, 2 anti-tank guns, and all the less glorious but equally vital paraphernalia of war.

**INNOVATIVE RULES.** The game incorporates Headquarters Control that determines how fast a unit will respond to your movement orders. Kill and suppression points are included. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted.

We provide four historical and an infinite number of randomly created scenarios. During solitaire, the computer can play either side.



An example of the "View" display. A push of the "V" key lights up every square the SU-85 platoon can see. This advanced yet simple feature eliminates complicated line-of-sight calculations to help make KAMPFGRUPPE a sophisticated and extremely playable wargame.



### Russian tank destroyer: SU-100

Gun maximum range: 15 Gun maximum penetration: 19  
Gun shell size: 5 Gun accuracy: 5 Maximum speed: 20  
Machine guns: 0 Front armor: 14 Back armor: 5  
Silhouette: 3 Period of availability: late 1944 to early 1945



### Russian tank: T34/76C

Gun maximum range: 10 Gun maximum penetration: 8  
Gun shell size: 4 Gun accuracy: 6 Maximum speed: 23  
Machine guns: 2 Front armor: 11 Back armor: 6  
Silhouette: 4 Period of availability: early 1942 to early 1945

